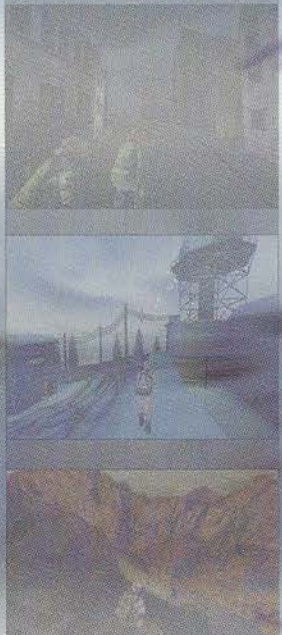
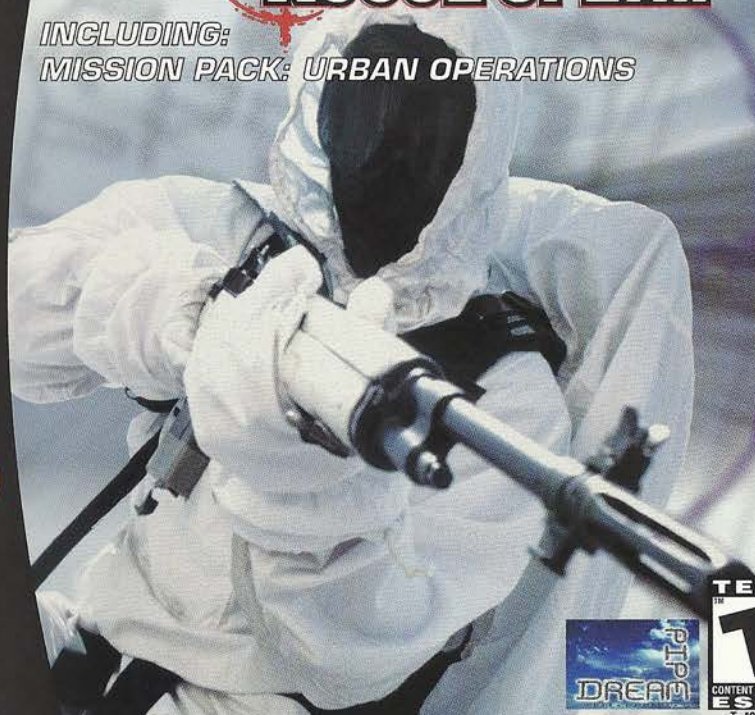


Tom Clancy's
RAINBOW SIX
ROGUE SPEAR™


*INCLUDING:
MISSION PACK: URBAN OPERATIONS*

Dreamcast™



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Tom Clancy's
RAINBOW SIX™
ROGUE SPEAR™

Thank you for purchasing Rogue Spear™ for the Sega Dreamcast. Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.

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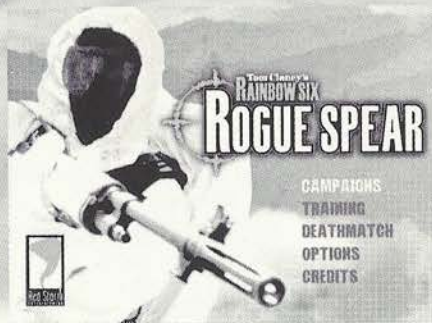
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Introduction

In *Rogue Spear*, you must lead RAINBOW, a covert international counter-terrorist team set up to combat terrorism around the world. As part of the operations assigned to you, you must select team members, outfit them with weapons and equipment, plan the actions your team will take, and then execute the mission to achieve the objectives. The game consists of 23 missions which are linked together to form a campaign.

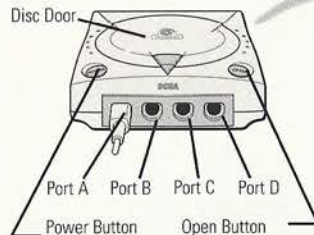
The *Rogue Spear* campaign takes place after the campaigns in RAINBOW SIX and the Eagle Watch Mission Pack. If you have played these previously, you will already be familiar with the game interface. However, review this manual as many changes and additions have been made. There are new weapons, new operatives, new actions and orders and much more. Now don't just sit there. Get going! You have the world to save.



2

Getting Started

Sega Dreamcast Hardware Unit



Rogue Spear is a 1-4 player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during the game, simultaneously press and hold the **A**, **B**, **X**, **Y** and **Start Buttons**. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

When using a Sega Dreamcast Visual Memory Unit (VMU - sold separately), insert the VMU into Expansion Socket 1 of the controller connected to Port A.



When using a Jump Pack (sold separately), insert it into Expansion Socket 2 of the Sega Dreamcast controller. When the Jump Pack is inserted into the Expansion Socket 1 of the controller, the Jump Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.

3

Rogue Spear Controls

Sega Dreamcast Keyboard

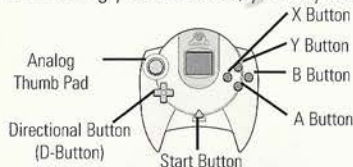
When using the keyboard be sure that a controller is also connected to one of the other control ports.

<u>Actions</u>		<u>Team / AI</u>	
Left Mouse	Fire (Use Item)	PgUp	Change to Previous Team
1	Switch to Primary Weapon	PgDn	Change to Next Team
2	Switch to Secondary Weapon	7	Status Report
3	Switch to Kit Slot 1	R	Toggle Team Hold in Place
4	Switch to Kit Slot 2	H	Toggle All Teams Hold
N	Select Next Weapon	Y	Toggle Sniper Control
Z	Change Magazine	J	Go-Code Alpha
B	Change Rate of Fire	K	Go-Code Bravo
Space	Manipulate Environment (open doors, climb, etc.)	L	Go-Code Charlie
		M	Go-Code Delta
		G	Toggle Map Mode
		F	Change ROE Mode
		V	Change ROE Speed
<u>Movement</u>		<u>View</u>	
W	Move Forward	Left Shift	Toggle Sniper Mode
S	Move Backward	5	Toggle Night Vision
A	Sidestep Left	T	Toggle Full-Screen Map Mode
D	Sidestep Right	F1	Toggle Camera View
Q	Peek Left	[Zoom Map Out
E	Peek Right]	Zoom Map In
C	Crouch	\	Watch Next Team Member in Action Phase Map
Right Mouse	Run	Keypad 5	Center View
		<u>Options</u>	
		F4	Toggle Auto-Aim
		F3	Toggle Reticule

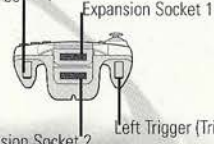
Sega Dreamcast Controller

Operation with an incompatible controller is not guaranteed.

When using your controller, you may configure it in one of eight possible ways:



Right Trigger (Trigger R)



Controller Configuration 1 (Alpha)

Menu Controller Overview

D-Button	Cycle through Selections
Analog Thumb Pad	Scroll Dialog/Move Cursor
Right Trigger	Cursor Click
A Button	Select
B Button	Cancel
X Button	Assigns Item
Y Button	Changes Ammo Type
Start Button	Select

Mission Controls Controller Overview

A Button	Move Forward
Y Button	Move Backwards
X Button	Sidestep Left
B Button	Sidestep Right
Left Trigger	Run
Right Trigger	Fire
D-Button LEFT	Zoom
D-Button RIGHT	Change Clip
D-Button UP	Interact with Environment
D-Button DOWN	Activate Control Menu/Change Views
Analog Thumb Pad	Look Around
Start Button	Pause/Menu

Controller Configuration 2 (Bravo)

Same as Controller Configuration 1 except:
 • UP and DOWN on the Analog Thumb Pad is reversed.

Controller Configuration 3 (Charlie)

Same as Controller Configuration 1 except:
 • The A and Y Buttons are reversed.

Controller Configuration 4 (Delta)

Same as Controller Configuration 1 except:
 • UP and DOWN on the Analog Thumb Pad is reversed.
 • The A and Y Buttons are reversed.

Controller Configuration 5 (Echo)

Same as Controller Configuration 1 except:
 • D-Button LEFT Peek Left
 • D-Button RIGHT Peel Right

Sega Dreamcast Controller cont'd

Controller Configuration 6 (Foxtrot)

Same as Controller Configuration 1 except:

- *UP* and *DOWN* on the Analog Thumb Pad is reversed.
- D-Button LEFT Peek Left
- D-Button RIGHT Peek Right

Controller Configuration 7 (Sierra)

Same as Controller Configuration 1 except:

- The A and Y Buttons are reversed.
- D-Button LEFT Peek Left
- D-Button RIGHT Peek Right

Controller Configuration 8 (Tango)

Same as Controller Configuration 1 except:

- *UP* and *DOWN* on the Analog Thumb Pad is reversed.
- The A and Y Buttons are reversed.
- D-Button LEFT Peek Left
- D-Button RIGHT Peek Right

Note: The word "SELECT" appearing in this manual describes the action of moving the on-screen arrow using the **Analog Thumb Pad** to highlight a particular option and pressing the **A Button** to select it. On option screens without the on-screen arrow, you may "SELECT" an available option by highlighting it using the **Directional Button** and pressing the **A Button** to select it.

6

Game Menus

On the Main Menu Screen, you can select from the following options:

Campaigns

The Campaigns menu is where you begin all of the campaign missions and other types of games for individual play.



Main Menu Screen

New Campaign

This option takes you to a new campaign. You may only save 10 campaigns per VMU.

Resume Campaign

After at least one campaign has been started, the Resume option will be available to you. SELECT one of the campaigns listed in the Campaign Window, and then SELECT Resume. You will be taken to the planning phase of the next uncompleted mission in the current campaign.

Delete Campaign

This option deletes the selected campaign from your VMU. A dialogue box will appear asking you to verify your decision before the campaign is actually deleted.

Practice Mission

Once a mission has already been completed, you can return and try it again without affecting the campaign in progress. First, SELECT the campaign in the Campaign Window, then SELECT the mission from the Mission Window. With the mission highlighted, SELECT Practice Mission. If you want to improve the performance of a mission for campaign purposes, SELECT the Branch Campaign option instead.

7

Game Menus

Campaigns cont'd

Branch Campaign

If you would like to play a mission over again for the purpose of improving your campaign, use the Branch Campaign option. Once the correct campaign has been SELECTED, choose the mission prior to the one you want to replay and then SELECT Branch Campaign. The difficulty will remain the same as that chosen for the original campaign.

Difficulty Level

HIGHLIGHT one of the following difficulty levels. You can choose from Recruit, Veteran, or Elite.

Recruit

In order to move on to the next level, you must accomplish the objectives of the mission. In Recruit, you encounter fewer terrorists who tend to react slowly.

Veteran

As in Recruit, you must achieve the objectives to complete a mission successfully. However, there are usually more terrorists and they react quicker than in the Recruit level.

Elite

As an Elite, you encounter more terrorists that shoot much more quickly. Auto Target is disabled and Heart Beat Sensors cannot tell the difference between a hostage and a terrorist.

Press SELECT to choose level of play.



Game Menus

Deathmatch Mode

In Deathmatch Mode, 2-4 players can compete in a split screen version of Rogue Spear within a variety of environments.

To select a specialty press *UP* or *DOWN*.

To select a weapon press *LEFT* or *RIGHT*.

Select Maps

This option allows you to choose your environment.

Time Limit

This option allows you to set the amount of time for the deathmatch.

Frag Limit

This option defines the number of "kills" you need to execute on the opponent in order to win the deathmatch.

Respawn Limit

This option defines the number of times you can return to the game after being killed.



Deathmatch Screen



Game Menus

Training Mode

Training missions are organized according to different Skill Sets. To begin a training mission, select a Skill Set, and then one of the courses listed in the window below it. You can exit the Training Sessions at any time by SELECTING the Main Menu option.



Training Screen

Fire and Movement

The five courses in this Skill Set let you practice moving your operatives as well as using their weapons and equipment.

Room Clearing

This is the first Skill Set which offers opposition. Use caution on each of these courses because the terrorists fire back at your operatives.

Hostage Rescue

The next Skill Set continues on with the training by adding hostages to the missions. Once you can get through all six of these missions, you are first class certified in Hostage Rescue and Close Quarters Combat.

Open Training

After going through the training missions, the Open Training Skill Set lets you go back to practice at the shooting and demolitions ranges as well as three kill houses.

Terrorist Hunt

The final Skill Set allows you to go through two new kill houses and eliminate all the terrorists you can find.



Game Menus

Options Mode

The "Options Menu" allows you to configure the game functions and sounds. To toggle an option, SELECT the box next to the title and a checkmark will appear to show the option is activated. An empty box means the option is not activated.

Sound Options

These options allow you to adjust the volume of different types of sounds in the game.

Master

This adjusts the volumes of all the individual sounds collectively.

Ambient

This adjusts the volume of background or environmental sounds such as chirping crickets or running machinery.

Gunshot

This adjusts the volume of all gunshots and explosions in the game.

Footstep

This adjusts the volume of walking sounds made by operatives and other characters.

Menu Sound

This adjusts the volume of all menu sounds.

Radio Chatter

This adjusts the volume of messages from your other operatives during a mission.

Action Music

This adjusts the volume of the music played during the missions.



Options Screen



Game Menus

Options Mode cont'd

Auto-Targeting

This option is activated by default. During the Action Phase, the targeting reticule will automatically center itself over the chest of the nearest enemy and then move to his head.

Blood

When activated, terrorists and other characters will bleed when shot.

Unlimited Practice

This option turns off Victory Conditions for Practice Mission. To use the Practice Missions option, you'll need to have successfully completed the mission first.

Stereo

This option toggles the audio between stereo and mono settings.



Planning Phase

Whenever you begin a mission, training or operational, you first go through the "Planning Phase." The Planning Phase consists of six main steps:

- Receiving the mission briefing and your orders
- Reviewing all available intelligence sources
- Selecting up to eight operatives to participate in the mission
- Selecting the weapons and equipment those operatives will use during the mission
- Dividing the operatives into fire teams
- Preparing a detailed fire and movement plan so each team knows exactly where to go, what to do, and how to do it



Briefing Screen

Intel

The Intel screen is where you can tap into background information for the operational missions during the campaign.



Roster Screen

Kit Selection

The Kit Selection screen is where you arm and equip your operatives.

Briefing

The Briefing screen is where you find out what the mission is all about as well as the objectives you must accomplish for the mission to be considered a success.



Intel Screen

Roster

The Roster screen is where you can review dossiers on each of the RAINBOW team members and then select up to eight for the current mission. The operative list is located in the bottom left of the screen. SELECT any of the names to bring up the dossier for that operative.



Kit Selection Screen



Planning Phase

Team

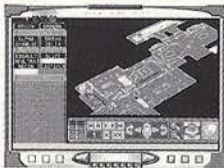
The Team Assignment screen is where you divide your operatives into fire teams. You can have up to four different teams and each team can contain up to four operatives from the total pool of eight. You can form two four-man teams, four-two man teams, or any in between.



Team Assignment Screen

Planning

On the Planning Screen, you give orders to all of your teams and instruct them what to do during the mission.



Planning Screen

Map Orders

The menu on the left side of the screen is the Map Orders menu. At the top of the menu are two tabs, which change what is displayed on the menu.

Recon

Here, you can gather information regarding hostages, terrorists, and landmarks.

Orders

When actually giving orders to your teams, you will see the "Orders" tab.

Plotting Movement

Movement is plotted on the map by using waypoints to create a path for the team to follow. Start off by placing the first waypoint in an insertion zone. The SELECT on the map another location where you want the team to go. When the second waypoint is set, a line will automatically be drawn connecting them. For each waypoint, you can assign actions associated with that point.

Planning Phase

Waypoint Controls

To the right of these lines are the waypoint controls. Use the play button to review the movement for a team starting with the current waypoint. The button with the "X" deletes the last waypoint placed, while the button with the "XX" deletes all the waypoints assigned for the team.

Map Controls

The next control box allows you to move the map forward, back, left, right, and rotate it clockwise or counterclockwise. You can also zoom in and out.

Go Codes

Go Codes are a means of controlling the timing and execution of multiple fire teams. By default, each waypoint is not assigned a Go Code. In the absence of Go Codes, a team will advance from one waypoint to the next all the way to the final one without pause. By assigning a Go Code to a waypoint, you order the team to pause there until you give it the order to continue. The four Go Codes can be assigned to the current waypoint by SELECTING on one of them in the Orders menu.

Rules of Engagement

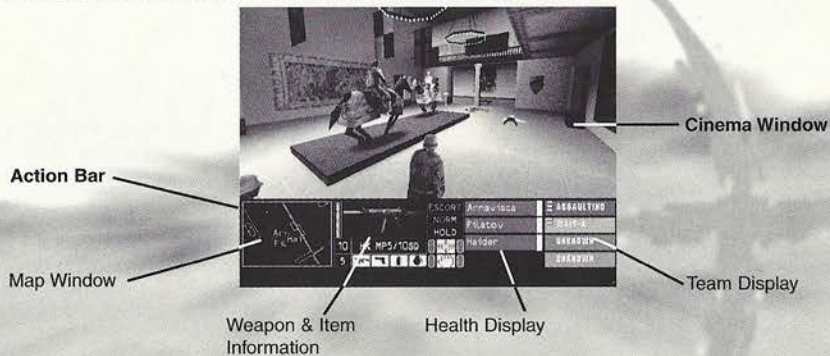
As mentioned earlier, you can tell your teams how to act as they advance through the waypoints. This is done from the Orders menu and consists of Mode and Speed. Mode instructs the team what to do while Speed instructs how fast to do it.

Special Actions

Depending on the location or condition of a waypoint, you can order a team to perform special actions while there. There are six main special actions listed in the bottom half of the Orders menu. These actions only become available when you can complete that action. The first three require the waypoint to be situated near a door or doorway. The next three require a Go Code assigned to the waypoint. There can also be additional special actions dependent on the mission.

Action Phase

The Action Phase is where you actually execute the plan created during the Planning Phase. It begins with the teams positioned at their insertion zone and ends when all the objectives have been completed, the mission is a failure, or you abort the mission. The screen in the Action Phase is divided into two parts: the Cinema Window and the Action Bar.



Cinema Window

This window displays the view from the perspective of the operative you are currently controlling. As you shift between teams, the view will change to whatever the new operative can see. You can play Rogue Spear in first or third person.

Targeting Reticule

In the center of the cinema window is a small, red icon, which represents your targeting reticule.

Action Phase

Action Bar

The Action Bar is located below the cinema window. It provides all the information you need on your current operative as well as the rest of your teams during the mission.

Map Window

This map view is centered on the currently selected team and is similar to the map in the Planning Phase. The top of the map is the direction your operative is facing. Use this map to navigate through the mission using the lines connecting the waypoints. On the map, your operatives are represented by circles the same color as the team they are on. The small line extending from the circle shows the direction each operative is facing. Once a person is detected by any of your operatives, either visually or with a heartbeat sensor, that person is displayed on the map. Hostages or unknown people appear as white circles while terrorists are magenta. Dead or incapacitated persons are represented by a darker shade of the appropriate color.

Weapons Display

Next to the map is the weapons display. An illustration of the active firearm or equipment appears at the top.

Active Team Display

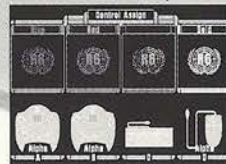
The next window over is the active team display. It shows the name and specialty of each operative as well as a health indicator.

All Teams Display

Located on the right end of the Action Bar, this display lists all of the teams in the mission.

Control Assign

This screen allows you to assign either controllers or keyboard to a particular team.



Control Assign Screen

Action Phase

Menu Window

While executing a mission, you may select a variety of options by way of the Menu Window. To display this window, press *DOWN* on the **D-Button**. The Menu Window offers you the following options:

Actions

Under the Actions Option:

Change Clip

With this option, you can replace your weapon's clip with a full jacket.

Change Team

With this option, you can change from one team to another.

Crouch

This option allows you to maneuver in a crouch position.

Zoom

This option allows you to zoom in on your point of view.

Inventory

Under the Inventory Option:

Select Primary

This option selects your primary weapon.

Select Secondary

This option selects your secondary weapon.

Select Item 1

This option selects your weapon designated as Item 1.

Select Item 2

This option selects your weapon designated as Item 2.

Action Phase

Go Codes

Alpha

This option executes the Alpha Go Code.

Bravo

This option executes the Bravo Go Code.

Charlie

This option executes the Charlie Go Code.

Delta

This option executes the Delta Go Code.

Misc

Orders

The Orders Option allows you to order your team to perform special actions.

Mode

This option allows you to instruct your team what to do.

Speed

This option allows you to change the movement speed of your team.

Utility

This option allows you to change views, displays, and rate of fire.

Full Screen

This option hides the action bar.

Rate of Fire

This option allows you to change between 1 or 3 shot bursts, auto fire, or safety.

View

This option allows you to toggle between full screen map, map 4 view, 3rd person view, and zoom.

Night Vision

This option allows you to see at night.

Action Phase

Controlling Your Operative

While you must keep an eye on what the rest of your teams are doing during the mission, your main responsibility is to personally lead your team to accomplish its assigned role.

Fire and Movement

The success or failure of Close Quarter Battle tactics relies on properly executed fire and movement. During the mission, each team maneuvers about on foot. Your operatives are also restricted to the types of movement most commonly used by SWAT and HRT teams. There is no jumping or running at full speed because the main concern for operatives at all times is maintaining control over their weapon.

Dynamic Team Control

This allows you during the mission to switch between teams to perform difficult or tricky actions.

Ending the Mission

When the objectives have been accomplished, the mission will end as a success. You will be taken to the Results Screen showing statistics for the mission. If you want to go on to the next mission in the campaign, SELECT the right arrow at the bottom. You may also abort the mission at any time by activating the Control Menu. The mission will also end if all of your operatives are killed or it is impossible to achieve your objectives. This could be because a hostage is killed or a bomb detonated. When this happens, you must replay the mission.

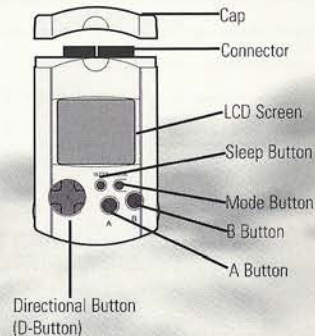


Results Screen

Visual Memory Unit

Purchase additional VMU's in order to share your saved Plans and Mission results from your Rogue Spear campaigns.

Sega Dreamcast Visual Memory Unit (VMU)



The number of memory blocks required to save game files varies according to how far the player has progressed in the game. With this game, 2 to 100 blocks of memory are required to save the game.

Note: While saving a Rogue Spear file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller of other peripheral equipment.

Credits

Team Credits

Producer & Lead Designer: Carl Schnurr

Game Design: The Team

Lead Artists: Steve Cotton & Jonathan Peedin

Artists: Tim Alexander, Fabrizio Bianchi, Thomas DeVries, Travis Getz, John Sonedecker, Jeff Wand

Lead Engineer: Todd Lewis

Engineers: Rick Campbell, Erik Erikson, Clark Gibson, Philip Hebert, Peter McMurry, Christopher L. Port, Greg 'Gary's Brother' Stelmack, Joe Sauder

Writers: Brian Upton & Kevin Perry

Additional Artist: Brian Reynolds

Additional Engineers: Garner Halloran, Curtis Smith

Quality Assurance: Gary Stelmack

Quality Control: Stuart White

Lead Testers: Deke Waters, Robbie Edwards

Red Storm Entertainment

Chairman: Tom Clancy

CEO & President: Doug Littlejohns

CFO: Caroline Campbell

Executive VP Sales & Marketing: Dick Wnuck

VP Product Development: Mike Lomas

Director, Creative Design: Steve Reid

Director, Design: Brian Upton

Director, Engineering: Jason Snyder

Director, Marketing: Carson Brice

Director, European Sales: Rob

Gross

Systems Administrator: Paul D'Agostino

Marketing Manager: Wendy Beasley

Product Manager: Charles Holtzclaw

Internet Manager: Mur Lafferty

Marketing and PR Assistant: April Jones

Quality Control Manager: Stuart White

Lab Coordinator: Scott Reid

Technical Support Representatives: Trent

Giardino, Franklin Crawford IV

Testers: Chris Curry, Brandon Shulz, Ken Turner

Credits

External Development Credits

Consultants

Mike Grasso and Randy Pugh of NineOneOne.net

Sound Design & Music by Soundelux Showorks

Executive Producer: Jeff Eisner

Producer: Becky Allen

Supervising Sound Designer: Ron 'Dutch' Hill

Composer & Music Producer: Bill Brown

Casting Director: Carole Ruggier

Voice Talent:

Narrator - Carole Ruggier

John Clark - Douglas Rye

Susan Holt - Cynthia Martell

Lukyan - Lawrence Dobkin

Viktor - Alex Rodine

English & Russian Terrorist - Ilia Volok

Male Team Member - Mike Reagan

Female Team Member & Female Hostage - Johanna Parker

Male Hostage - Ron Luis

Motion Capture provided by hOuse of mOves (Los Angeles, CA)

Executive in Charge of Production, Motion Capture: Tom Tolles

Executive Producer, Motion Capture: Jarrod Phillips

Chief Technology Officer: Taylor Wilson

Technical Director: Brett Gassaway

Production Manager: Chris Bellaci

Line Producers: Rita Mines, Line' Spencer

Motion Capture Director: James Scanlon

Motion Capture Artist: Jay Juneau

Motion Capture Technicians: Johnny Ravena

Motion Capture Performer: Mark Poitras

WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

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